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CONCL

storing the bitmap and the pointers for later use in displaying the image.

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Sub E2

9. (AMENDED ONCE) The method of claim 8 wherein generating said bitmap [map] comprises converting each pixel in said image which is not said first one of said textures to a second one of said textures.

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11. (AMENDED ONCE) The method of claim 1 wherein said [map comprises a] bitmap [having] has one bit per pixel.

12. (AMENDED ONCE) The method of claim 11 further comprising encoding said bitmap [map].

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14. (AMENDED TWICE) A method [of compressing an image having at least three textures and at least two regions,] comprising:

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compressing a digital image having at least three textures and at least two regions, to reduce the amount of storage space required for holding it prior to a time when the image is to be displayed, comprising:

assigning a code for each of said textures in said image;

generating a pointer for each of said regions [pointers], each of said pointers associating [one of said regions] its respective region with one of said textures, each of said pointers comprising a location and a code; [and]

generating a bitmap [map], the [map comprising a] bitmap representing boundary pixels of a first one of said textures separating said regions in said image, by converting each pixel in said image not of said first one of said textures to a second one of said textures; and

storing the bitmap and the pointers for later use in displaying the image.

15. (AMENDED TWICE) A computer stored data structure comprising:

a bitmap [map] representing boundaries separating regions in an image, [the map comprising a bitmap,] said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image; and

pointers, each associating its respective [a] region with a texture.

19. (AMENDED ONCE) The data structure of claim 15 wherein said bitmap [map comprises a bitmap having] has one bit per pixel.

22. (AMENDED TWICE) A method [of decompressing an image having at least three textures,] comprising:

decompressing a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

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providing a bitmap [map] representing boundaries separating regions, [the map comprising a bitmap,] said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

referencing a pointer that associates [to determine] one of said textures [associated] with one of said regions; and filling said one of said regions in said [map] bitmap with said [determined one of said texture] associated texture.

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SUB E6

23. (AMENDED ONCE) The method of claim 22 wherein said [map comprises a bitmap having] bitmap has one bit per pixel.

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27. (AMENDED ONCE) The method of claim 22 wherein filling said one of said regions comprises referencing a pointer to determine a location, and converting one of said regions containing said determined location into said [determined] associated one of said textures.

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28. (AMENDED ONCE) The method of claim 27 wherein filling said one of said regions further comprises determining a function associated with said [determined] associated one of said textures, converting, according to said function, each pixel in said region containing said determined location into a pixel color.

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31. (AMENDED TWICE) A method [of displaying an image having at least three textures,] comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a [map] bitmap representing boundaries separating regions, [the map comprising a bitmap,] said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

referencing a pointer that associates [to determine] one of said textures [associated] with one of said regions;

filling said one of said regions in said [map] bitmap with said [determined] associated one of said textures; and

overlaying said image on a background.

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33. (AMENDED TWICE) A method [of displaying an image having at least three textures,] comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed is reduced, comprising:

generating a [map] bitmap representing boundaries separating regions in said image, [the map comprising a bitmap,] said boundaries comprising pixels of said image, at least one of said regions comprising pixels of said image;

generating a pointer for each of said regions
[pointers], each of said pointers associating [one of said
regions] its respective region with one of said textures;
storing the bitmap and the pointers for later use in
displaying the image;

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referencing said pointers associating [to determine]
said one of said textures [associated] with said one of said
regions;

filling said one of said regions in said map with said
[determined] one of said textures; and
overlaying said image on a background.

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34. (AMENDED ONCE) Apparatus [for compressing an image
having at least three textures,] comprising:

a microprocessor;

a memory coupled to the microprocessor, the memory
being configured to cause the microprocessor to:

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cont'd
compress a digital image having at least three textures
to reduce the amount of storage space required for holding it
prior to a time when the image is to be displayed, by:

a) [generate] generating a bitmap [a map] representing
boundaries separating regions in said image, [the map comprising
a bitmap,] said boundaries comprising pixels of said image, at
least one of said regions comprising pixels of said image;